

## Solarian

## Androids

## Ace Pilot

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CLASS/LEVEL

RACE

THEME

Male

SIZE

SPEED

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GENDER

HOME WORLD

[illegible]

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PLAYER

## ABILITY SCORES

|                            | SCORE | MODIFIER | UPGRADED<br>SCORE | UPGRADED<br>MODIFIER |
|----------------------------|-------|----------|-------------------|----------------------|
| <b>STR</b><br>STRENGTH     | 18    | 4        |                   |                      |
| <b>DEX</b><br>DEXTERITY    | 11    | 0        |                   |                      |
| <b>CON</b><br>CONSTITUTION | 14    | 2        |                   |                      |
| <b>INT</b><br>INTELLIGENCE | 10    | 0        |                   |                      |
| <b>WIS</b><br>WISDOM       | 10    | 0        |                   |                      |
| <b>CHA</b><br>CHARISMA     | 10    | 0        |                   |                      |

## SKILLS

SKILL RANKS  
PER LEVEL

4

- ☒ ACROBATICS\* (DEX)
- ☒ ATHLETICS\* (STR)
- ☐ BLUFF (CHA)
- + ☐ COMPUTERS (INT)
- + ☐ CULTURE (INT)
- ☒ DIPLOMACY (CHA)
- ☐ DISGUISE (CHA)
- + ☐ ENGINEERING (INT)
- ☒ INTIMIDATE (CHA)
- + ☐ LIFE SCIENCE (INT)
- + ☐ MEDICINE (INT)
- + ☒ MYSTICISM (WIS)
- ☒ PERCEPTION (WIS)
- + ☒ PHYSICAL SCIENCE (INT)
- ☐ PILOTING (DEX)
- + ☒ PROFESSION  
(CHA, INT, OR WIS)

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- + ☐ PROFESSION  
(CHA, INT, OR WIS)

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- ☒ SENSE MOTIVE (WIS)
- + ☐ SLEIGHT OF HAND\* (DEX)
- ☒ STEALTH\* (DEX)
- ☐ SURVIVAL (WIS)

| TOTAL | RANKS | CLASS BONUS | ABILITY MOD | MISC MOD |
|-------|-------|-------------|-------------|----------|
| 4     | 1     | 3           | 0           |          |
| 8     | 1     | 3           | 4           |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
|       |       |             |             |          |
| 4     | 1     | 3           | 0           |          |

$$\square = \square + \square + \square + \square$$
$$\square = \square + \square + \square + \square$$
$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$
$$\boxed{4} = \boxed{1} + \boxed{3} + \boxed{0} + \boxed{\phantom{0}}$$

=  +  +  +

Armer check penalty applies

†Trained Only   ☒ Class Skill   \*Armor check penalty applies

## SKILL NOTES

## INITIATIVE

$$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

## HEALTH AND RESOLVE

|         | STAMINA POINTS       | HIT POINTS           | RESOLVE POINTS       |
|---------|----------------------|----------------------|----------------------|
| TOTAL   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CURRENT | <input type="text"/> | <input type="text"/> | <input type="text"/> |

## ARMOR CLASS

|                         |                     |             |        |             |         |          |
|-------------------------|---------------------|-------------|--------|-------------|---------|----------|
|                         |                     | TOTAL       |        | ARMOR BONUS | DEX MOD | MISC MOD |
| <b>EAC</b>              | ENERGY ARMOR CLASS  |             | = 10 + |             |         |          |
| <b>KAC</b>              | KINETIC ARMOR CLASS |             | = 10 + |             |         |          |
| AC VS. COMBAT MANEUVERS |                     |             | = 8 +  | <b>KAC</b>  |         |          |
| DR                      |                     | RESISTANCES |        |             |         |          |

## SAVING THROWS

|                                    | TOTAL                |   | BASE SAVE            |   | ABILITY MOD          |   | MISC MOD             |
|------------------------------------|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| <b>REFLEX</b><br>(DEXTERITY)       | <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| <b>WILL</b><br>(WISDOM)            | <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |

## ATTACK BONUSES

|               |   |     |   |          |   |   |   |
|---------------|---|-----|---|----------|---|---|---|
|               | TOTAL   | BAB | STR MOD   | MISC MOD |   |   |   |
| MELEE ATTACK  | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | =   | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | +        | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | + | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> |
|               | TOTAL   | BAB | DEX MOD   | MISC MOD |   |   |   |
| RANGED ATTACK | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | =   | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | +        | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | + | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> |
|               | TOTAL   | BAB | STR MOD   | MISC MOD |   |   |   |
| THROWN ATTACK | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | =   | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | +        | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> | + | <div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div> |

## WEAPONS

|          |       |      |            |              |         |
|----------|-------|------|------------|--------------|---------|
| WEAPON   |       |      | LEVEL      | ATTACK BONUS | DAMAGE  |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |              | SPECIAL |

  

|          |       |      |            |              |         |
|----------|-------|------|------------|--------------|---------|
| WEAPON   |       |      | LEVEL      | ATTACK BONUS | DAMAGE  |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |              | SPECIAL |

  

|          |       |      |            |              |         |
|----------|-------|------|------------|--------------|---------|
| WEAPON   |       |      | LEVEL      | ATTACK BONUS | DAMAGE  |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |              | SPECIAL |

  

|          |       |      |            |              |         |
|----------|-------|------|------------|--------------|---------|
| WEAPON   |       |      | LEVEL      | ATTACK BONUS | DAMAGE  |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |              | SPECIAL |

